

TWO LEVEL BOOLEAN MINIMIZATION USING  
A SMALL DIGITAL COMPUTER

By

ROBERT WHITNEY BUTLER

Bachelor of Science

Oklahoma State University

Stillwater, Oklahoma

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Thesis Approved:

Paul A. McCollum

Thesis Adviser

Kenneth A. McCollum

J. H. Briggs

Dean of the Graduate College

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## CHAPTER I

### INTRODUCTION

The development of the electronic computer has called for the use of larger and more complicated logic expressions. These expressions have called for some means of handling them by automatic methods to eliminate the human drudgery and error in reducing the expression as given to an expression that represents a minimum cost circuit.

George Boole introduced the algebra of logic, now called Boolean Algebra, in 1847 in a mathematical paper dealing with the analysis of logic. From this algebra has evolved classical techniques of reducing an expression to a more minimal form. Some of the well known techniques are the Venn diagrams (1), the Veitch diagrams (2), the Harvard chart method (3), and the Quine method (4). The Venn diagram is a topological method of solving the minimization problem. The Veitch diagram is a variation of the Venn diagram in which the method for representing the logic expression has been defined in a systematic fashion so groups of expressions are easily recognized. The Harvard chart and Quine method represent an operational method of handling the problem of minimizing. Since these methods are rather mechanical and repetitious, in their application it is attractive to attempt to amend some of these methods for operation on a computer.

Techniques are being developed on large computers to minimize large logic expressions. This makes available to a group of designing engineers with access to a large computer a means of minimizing their work. There are, however, the engineers which have only a small computer available for use.

This paper deals with the problem of minimizing the boolean expressions on a small computer. The author of this paper was particularly intrigued with the idea of using an IBM 1620. Its addition is done with the use of a table of numbers stored directly in memory, and these numbers can be changed by programming to give results other than straight arithmetical results. The reader will find in Chapter III the outline of techniques used to minimize on a computer. Chapter IV will show the particular method by which the tables were modified in the IBM 1620 to give logical results. Appendix A will give the operating instruction for using the program on the IBM 1620 to minimize a boolean expression.

## CHAPTER II

### DEFINITIONS OF TERMS

The terminology used in this paper has been developed by Paul Roth (5) and has evolved by usage within IBM. This usage has been presented by T. A. Kircher (6) in a class on logic design to design engineers within IBM.

**LITERAL** A literal is a variable which has two states.

Since a literal often represents the output of one logic element of a computer circuit, the two states in this paper will be the "ON" state represented by a "1" and the "OFF" state represented by a "0".

**CUBE** A cube is the "AND" expression of its literals.

The cube is in the "ON" state if the value of each literal is the state expressed in the cube. The literals are represented in the cube by position. The state of the literal is represented by a "1" or "0". If the literal does not enter into the condition of the cube its position will be represented by a "-" which will be the unspecified condition. An example of a five variable cube would be 10--1. This states that the cube is in the "ON" state if the first literal is "ON" and the second literal is "OFF" and the fifth lit-

eral is "ON". Notice that it does not matter what the state of the third and fourth literals are since they are unspecified.

**CUBICAL ARRAY** A cubical array is a list of cubes. The cubical array is said to be in the "ON" state if any one of the cubes in the array is in the "ON" state.

**VERTEX** For a given number of literals "n" in a function there are  $2^n$  possible conditions of the function. A vertex is an expression of just one of these conditions. It is, therefore, written as a cube in which there are no unspecified literals.

**COCYCLES** If one were to map a cubical array onto a map, such as a Veitch Diagram, a certain area would be covered. If this area were then represented by a list of cubes such that each cube covered as large an area as possible without falling outside the bounds of the original area, each of these cubes would be known as a cocycle. A term which is commonly used for cocycles in classical techniques is Prime Implicants.

**SUBSUMED ARRAY** A subsumed array is a cubical array in which no cube is completely contained within another cube.

**COVER** A cover is a cubical array which includes all the required vertices. The cover may also include



vertices which are of no consequence known as dont care terms.

**IRREDUNDANT COVER** An irredundant cover is a cover in which no cube in the cubical array is completely covered by the other cubes in the array. This is to be distinguished from a subsumed array in which a cube may be covered by the other cubes in the array, but not by any one cube in the array.

**SUBSUMING** Subsuming is the operation of comparing each cube in a cubical array against all the other cubes in the array to see that it is not contained in any of the cubes of the array. If any cube is covered by another cube it is removed from the cubical array.

**SHARPING** Sharping is the operation of removing any common area between two cubical arrays from the array on which the sharpening is being done. The other cubical array is the array being sharpened away. It is interesting to note how this operation happens to carry this particular name. The operation is a subtraction type operation. Paul Roth needed a symbol to denote this operation. The numbers symbol on the typewriter was unused, so he called the operation sharpening and used the symbol "#" to denote the operation in his text.

**TWO LEVEL MINIMIZATION** A cubical array represents a logical circuit of "AND" gates feeding "OR" gates. A mini-

mized circuit would be one which had the fewest number of "AND" gates feeding the "OR" gate, and the fewest number of lines feeding the "AND" gates. In terms of the cubical array this would call for the fewest number of cubes in the cubical array and the largest number of unspecified literals in each cube.

ON TERMS     The on terms represent the vertices for which a function must be on.

OFF TERMS     The off terms represent the vertices for which a function must be off.

DONT CARE TERMS     The dont care terms represent the vertices for which it is unnecessary to specify their state as they will never exist for this particular function.

## CHAPTER III

### MINIMIZATION TECHNIQUES

For this paper only the two level minimization will be considered for which the criterion will be the minimum cost two level circuit of "AND" gates feeding into "OR" gates. There are two steps to a two level minimization. The first step is to develop all of the cocycles of the given cubical array. The second step is to pick a subset of the cocycles which will give an irredundant cover.

The solution to the first step has been presented in the classical techniques. There are mapping techniques such as Venn diagrams (1), Veitch Diagrams (2), and Karnough maps (2). These mapping techniques give the cocycles by visual inspection after the cubical array has been mapped onto the maps. There is the Harvard chart method which gives a systematic way of cancelling terms out of a chart until the only terms remaining are the cocycles (3). The Quine method is another systematic method which is an operational technique for finding the cocycles (4).

The first three techniques above are topological map methods of handling boolean functions. It is difficult to represent a topological picture in the memory of a computer; however, the greatest problem arises in trying to represent

each vertex in the map. For a large map more memory than is available in a large computer may be needed. For this reason these techniques are not pursued for computer computation.

The Harvard chart is more amenable to computer techniques, but it still suffers from an all possible combinations situation. The Quine method is quite acceptable because of its operational characteristics. However, this method demands that each cube in the cubical array be expanded until all the cubes are vertex cubes. This again involves all possible combinations.

Frank McFarlin (7) presented a variation of the Quine method which did not require that the cubes be expanded to vertex cubes. William Vipraio (8) programmed this method on the IBM 650 for his Masters Thesis at Oklahoma State University.

Paul Roth and associates have presented another method for finding the cocycles (5,6). It is called the double sharp method. It uses as a starting point the universal cube. The universal cube is a cube in which all of the literals are unspecified meaning that it represents all the possible states of the literals. If this cube were represented on a Karnaugh map it would cover the entire map. The cubical array is sharpened from the universal cube. The remaining cubical array is the cocycles of the complement array of the original array. This remaining cubical array is then sharpened from the universal cube giving the cocycles of the complement of the complement of the original cubical array

which are the cocycles of the original cubical array. It is this final method which was used in the program written on the IBM 1620 computer. It has several features that make it more attractive to use than the method presented by Frank McFarlin. First, there is less decision making to do in the process of sharpening which allows the program to occupy less memory in the computer. Second, the sharpening process is used in the second step of the minimization. Since it is required that the program for sharpening be written, it is a definite saving to use it for the first step of the minimization.

The second step of the two level minimization is selecting a subset of the cocycles to produce an irredundant cover of the on terms. S. R. Petrick has shown a method suitable for use on a computer for selecting all sets of irredundant covers from the cocycle set (9). The process for selecting the minimum set is left to the individual. In this paper the minimum set has been roughly defined as the lowest cost circuit, which is related to the number of "AND" gates feeding the "OR" gate and, second, the number of legs feeding the "AND" gates. The exact relation of these two costs would depend on a specific circuit design for a two level "AND-OR" gate combination. With this criterion the irredundant covers can be evaluated and the minimum cost cover selected. There is a problem in that the number of irredundant covers can be a very large number.

Paul Roth (5) has presented several methods for selecting a minimum set two of which will follow. His

solutions attempt to cause the computer to converge on a single irredundant cover without generating all irredundant covers. His simplest method is called the Forced Irredundant Cover. To follow the procedure, the process will be traced from the original cubes through the cocycles to the irredundant cover.

First, a cubical array is given which represents the on terms of the function. Second, a cubical array is given which represents the dont care terms of the function. The second cubical array may be empty indicating that the minimized solution may cover only the on terms. If the dont care terms are given, it allows the cocycles to cover the on terms and the dont care terms which allows the cocycles to be larger. The larger cubes will have more unspecified literals and will be more minimal cubes. The cocycles for the on terms and dont care terms are found. After the cocycles are found the selection process will proceed as follows. The cubes, which are the cocycles, will be sorted so the cubes with the least number of unspecified literals are at the head of the cubical array and the cubes with the most number of unspecified literals are at the end of the cubical array. A check is made on each cube to see if it can be eliminated as follows. First, the dont care terms are sharpened away from the cocycle under consideration. If the cocycle vanishes at this point, it covers only the dont care terms, and there is no reason to attempt to cover these conditions; therefore, the cocycle is eliminated from the cocycle list. If there

is still area left in the cocycle, all the cocycles which have already been tested and all the cocycles not yet tested are sharded from the remaining area of the cocycle under test. If the area has vanished at this point this cocycle is not needed as the area will be covered by other cocycles. The cocycle is then eliminated from the cocycle list. If there is still area left in the cocycle at this point the cocycle covers part of the on term area that is not covered by any other cocycle and is required in the minimized solution. After all cocycles have been tested, the cocycles which have not been eliminated will be an irredundant cover which was forced by eliminating any cocycle that was found to be redundant at the time that it was tested. This method discriminates against the cocycles which are considered first, since the redundant area is reduced as cocycles are eliminated. However, the cocycle list was purposely sorted so the most expensive cubes would be tested first. This method has the disadvantage that a near minimum solution is not guaranteed. However, experience with this method has shown that the solutions are reasonable. This method does have the advantage that the computation is direct and the solution is obtained very quickly.

Another method is known as the Vertex Count Irredundant Cover. It is an attempt to sacrifice computer time for the sake of being more selective about the cocycles which are retained in the solution. First, the cocycles must be found. The procedure is the same process used in the Forced

Irredundant Cover method. The cocycle list is checked for irredundant cubes. This procedure is again the same process that is used in the Forced Irredundant Cover method except that no cocycle is removed if it is found to be redundant. After the irredundant cocycles have been found, the selection process then begins for picking the least expensive cocycles for the rest of the cover. The cocycle which covers the largest number of vertices of the on terms is chosen for test. A check is made to see that this cocycle is not redundant with the cocycles already chosen. This is accomplished by sharpening away all the dont care terms and all the cocycles which are in the solution at this point. If the cocycle vanishes, then it is redundant and is discarded. If not, then it is added to the solution. This process is continued until the original on terms are covered.

From the above methods for finding the minimized cover, the Forced Irredundant Cover method was selected for the 1620 program. This method was used to keep the program as simple as possible and to keep the running time of the program as low as possible.



## CHAPTER IV

### ALGORITHMS USED ON THE 1620

This chapter is concerned with the actual programming methods of accomplishing specific tasks which make up the program. Major tasks which are performed in different parts of the program are written as subroutines which are then called upon from the main program at the point where these specific tasks are needed. The most important subroutine which becomes the very center of the program by its importance is the sharpening subroutine. A second subroutine which is very important is the subsuming routine. The third is the input subroutine, and the fourth is the output subroutine. With these subroutines the main program for finding the two level minimization becomes a straight forward program which links the subroutines together to perform the entire minimization. A reference to Chapter V on the program flow charts will show the reader how these subroutines are tied together. The input and output subroutines being for the purpose of moving information in and out of the computer will also be left to Chapter V for explanation. The sharpening subroutine and the subsuming subroutine are the heart of the program and will be explained in detail in the remainder of this chapter.

Before proceeding with the writing of this program it was necessary to pick the computer for which the program was to be written. In looking over the small computers which were available for use the IBM 1620 proved to have an internal feature which made it very attractive to use for this program. It has an add table in addressable storage. A standard way to build a computer is to build an electronic adder which forms the sum of two digits in the computer and puts the answer into some designated area. The 1620, however, approaches the add problem differently. The addition of two digits is a table look-up operation. The two digits to be added together form the last two digits of a position in storage. The computer then goes to this position to get the digit which is the result of the addition of these two digits. If the sum of these two digits causes a carry it is indicated by a flag bit and causes the computer to make an adjustment in adding the next two digits together. Reference to an IBM manual on 1620 operation codes will give this operation in detail.(10) For the answer to be the decimal sum of two decimal digits an appropriate set of numbers must be loaded into the table area which the computer uses. These numbers are supplied in the loading of the program. One may, however, overlay this table with any other set of numbers, causing the addition of two decimal digits to be some number other than the decimal sum.

For internal processing the cubes are represented in a coded form. The "0" is represented by a "1". The "1" is

represented by a "3". And, the "-" by a "5". To achieve the sharpening function the add tables have been overlayed with the table shown in Figure 4-1. The blank positions not shown in this table are filled with an invalid number. They do not enter into any part of the sharpening operation.

	0	1	2	3	4	5	6	7	8	9
0	0	0	$\bar{0}$					0	7	0 9
1	1	1	0	$\bar{0}$	$\bar{0}$	$\bar{0}$	0	$\bar{0}$		
3	3	3	$\bar{0}$	$\bar{0}$	0	$\bar{0}$	0	$\bar{0}$		
5	5	5	8	$\bar{0}$	6	$\bar{0}$	0	$\bar{0}$	1	3
6	6	6							0	
7			$\bar{0}$							
8	8	8								0
9			$\bar{0}$							

FIGURE 4-1

To illustrate the operation of the special add table cube B will be sharpened from cube A. The result will be cube C and cube D. Cube A is represented internally in the

cube A = 01--

cube C = 01-1

cube B = -110

cube D = 010-

machine as 1355 and cube B is represented as 5331. The sharp operation would proceed as follows.

First a transform test is made to see if cube B intersects with cube A and will therefore, remove part of cube A. In the table look up operation performed by the computer the top number will be the number along the side of the table. The bottom number will be the number along the top of the table in Figure 4-1.

$$\begin{array}{r} 1355 \\ \underline{5331} \\ 0068 \end{array}$$

A test is made for an overflow from this addition. There is an intersection between cube A and cube B since there is no overflow, and cube A will be reduced to a set of smaller cubes. (i.e. cube C and cube D) The operation continues by adding the transform of the first operation with a "1" to the right to a zero field.

$$\begin{array}{r} 00000 \\ \underline{00681} \\ 0009\overline{0} \end{array}$$

This result is checked for an overflow. Since there is no overflow the result is used for a further operation by adding it to cube A.

$$\begin{array}{r} 1355 \\ \underline{0009} \\ 1353 \end{array}$$

This gives cube C the first cube of the answer. The process continues with a clearing operation to the transform.

$$\begin{array}{r} 0068 \\ \underline{0009} \\ 0060 \end{array}$$

This number becomes the new transform and the process is

repeated from the first transform by adding the second transform with a "1" to the right to the first conversion.

$$\begin{array}{r} 00090 \\ \underline{00601} \end{array}$$

$$007\overline{00}$$

The second conversion is checked for an overflow. As there is no overflow the operation continues by adding to cube A.

$$\begin{array}{r} 1355 \\ \underline{0070} \end{array}$$

$$1315$$

This gives cube D the second cube of the answer. The process now repeats for a third time by clearing the second transform by adding the second conversion.

$$\begin{array}{r} 0060 \\ \underline{0070} \end{array}$$

$$0000$$

The third conversion is formed by adding the third transform with a "1" to the right to the second conversion.

$$\begin{array}{r} 00700 \\ \underline{00001} \end{array}$$

$$\overline{00000}$$

There is a carry across the entire answer field signaling an overflow condition. The sharpening subroutine uses this overflow to end the sharpening operation. All of the cubes to be generated have been generated by this point.

For an example of two cubes which do not intersect take these two cubes.

cube A = 01--

cube B = 1-01

The test will proceed by adding cube A to cube B to get the

transform. In this transform there is an overflow on the test indicating that cube A and cube B do not intersect.

$$\begin{array}{r} 1355 \\ \underline{3513} \end{array}$$

$$\overline{0086}$$

To sharp cube B from cube A would be to remove nothing from cube A leaving it unaltered as the answer, and the sharpening subroutine does just that.

For the subsuming operation the compare operation code is used. The compare on a 1620 is similar to the subtract operation code with the exception that the result is not entered into storage. After a compare operation the result can be tested from the condition of the High/Positive and Equal/Zero indicators. In the subtraction process the digit from the subtrahend which makes up the units position in the table look-up address is complemented. For the units position of the data the ten's complement is used. For every position after that the ten's complement is used if the preceeding result had a flag on the number found in the table. If no flag was found the nine's complement is used. To achieve the subsuming function the add tables have been overlayed with the table in Figure 4-2. Again all the unfilled positions in this table are invalid combinations for the subsuming operation. The fact that the number two is not used in the cube representation is of no importance. The important factor is that the result is not zero. The operation of the flag will serve to indicate if the compare is high or low. In a com-

pare operation in which the result is non-zero the High/Positive indicator is turned on if the result of the last subtraction has a flag over it.

	0	1	2	3	4	5	6	7	8	9
1									2	$\bar{2}$
3							2	$\bar{2}$		
5					2	$\bar{2}$	2	$\bar{2}$	2	$\bar{2}$

FIGURE 4-2

Inspection of two cubes of which one covers the other will show that every literal in the small cube matches every literal in the larger cube or the larger cube will have an unspecified literal where the smaller cube has a "1" or "0" literal. For example cube A covers cube B, but does not cover cube C or cube D.

cube A = --1-0-

cube C = -1010-

cube B = -11-01

cube D = -1-10-

In the first case cube B is compared to cube A. The

553515
<u>533513</u>
<u>222222</u>

carry in the left hand position turns on the High/Positive indicator which is the signal to the subsuming subroutine

that cube A covers cube B. In the second case cube C is compared to cube A.

$$\begin{array}{r} 553515 \\ \underline{531315} \\ 222222 \end{array}$$

In the fourth position from the right the comparison of one to three causes a no flag result. This causes the nine's compliment of the lower number to be used in the fifth position. An inspection of the add table will show that this no flag condition will be propagated for the rest of the operation, and the result will test low signaling that cube A does not cover cube C. In the third case cube D is compared to cube A and the result will be the same as the second case.

$$\begin{array}{r} 553515 \\ \underline{535315} \\ 222222 \end{array}$$

The relationship of these two subroutines to the entire program is shown in the next chapter.



## CHAPTER V

### FLOW CHARTS OF THE PROGRAMS

The flow charts of the two level minimization program on the IBM 1620 are presented in this chapter to show the organization of the program.

The first flow chart Figure 5-1 shows the organization of the main program. An inspection of the chart will show that the main program is concerned with the task of allocating the storage area for the cubical arrays and controlling the operations to be performed on the arrays. The actual operations on the cubical arrays are performed by subroutines.

The major sharpening subroutine is given in Figure 5-2. The sharpening subroutine is concerned with the operation of sharpening one cubical array from a second array as dictated by the main program. The sharpening subroutine uses two subroutines to aid it in its operation. One subroutine is the single sharp subroutine given in Figure 5-3. The subroutine performs the operation of sharpening a single cube from another cube by the method explained in Chapter IV. The second subroutine used by the major sharpening subroutine is the subsuming subroutine given in Figure 5-4. This subroutine performs

## TWO LEVEL MINIMIZATION

To minimize a Boolean expression into two level logic

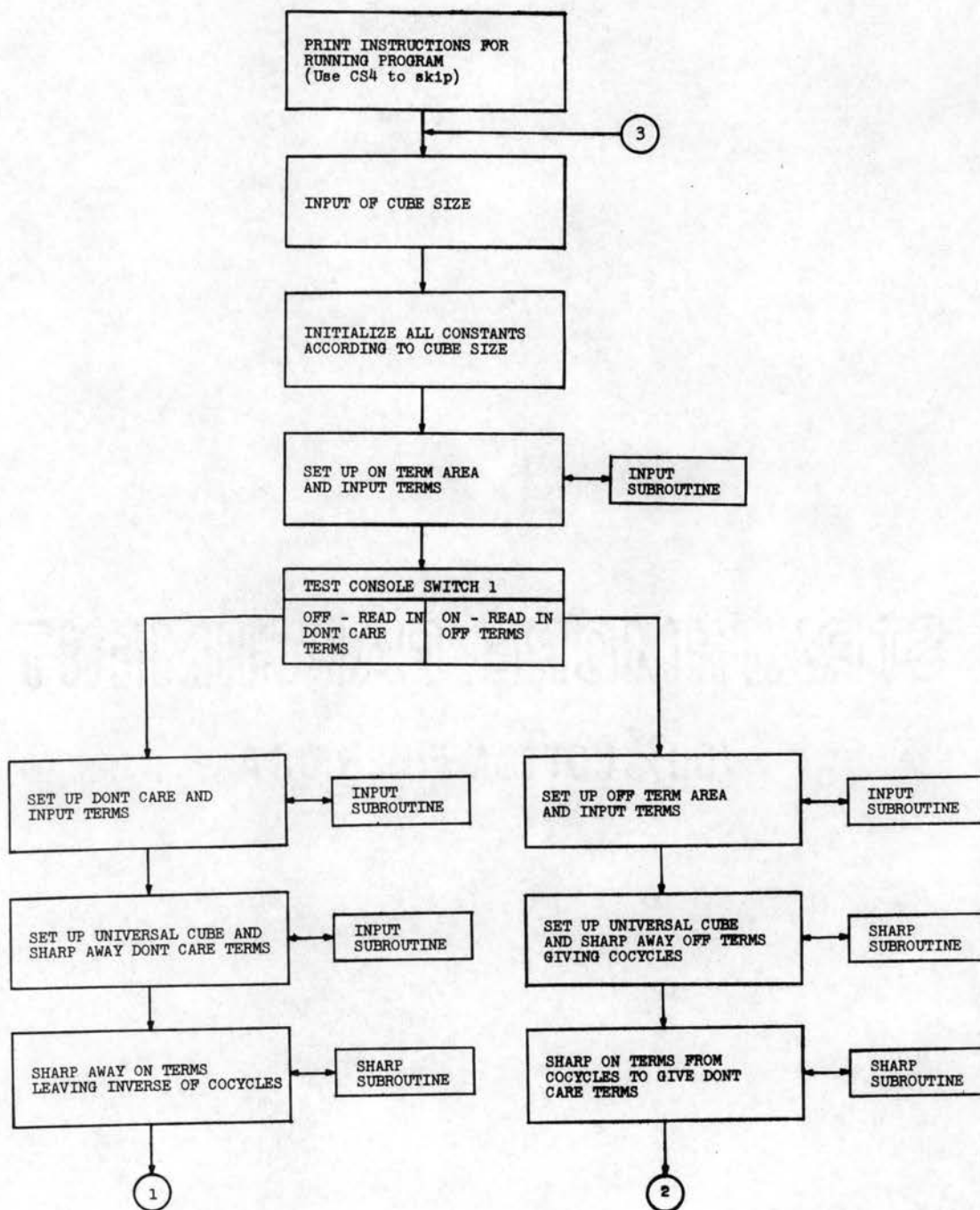


FIGURE 5-1

## TWO LEVEL MINIMIZATION

To continue Figure 5-1

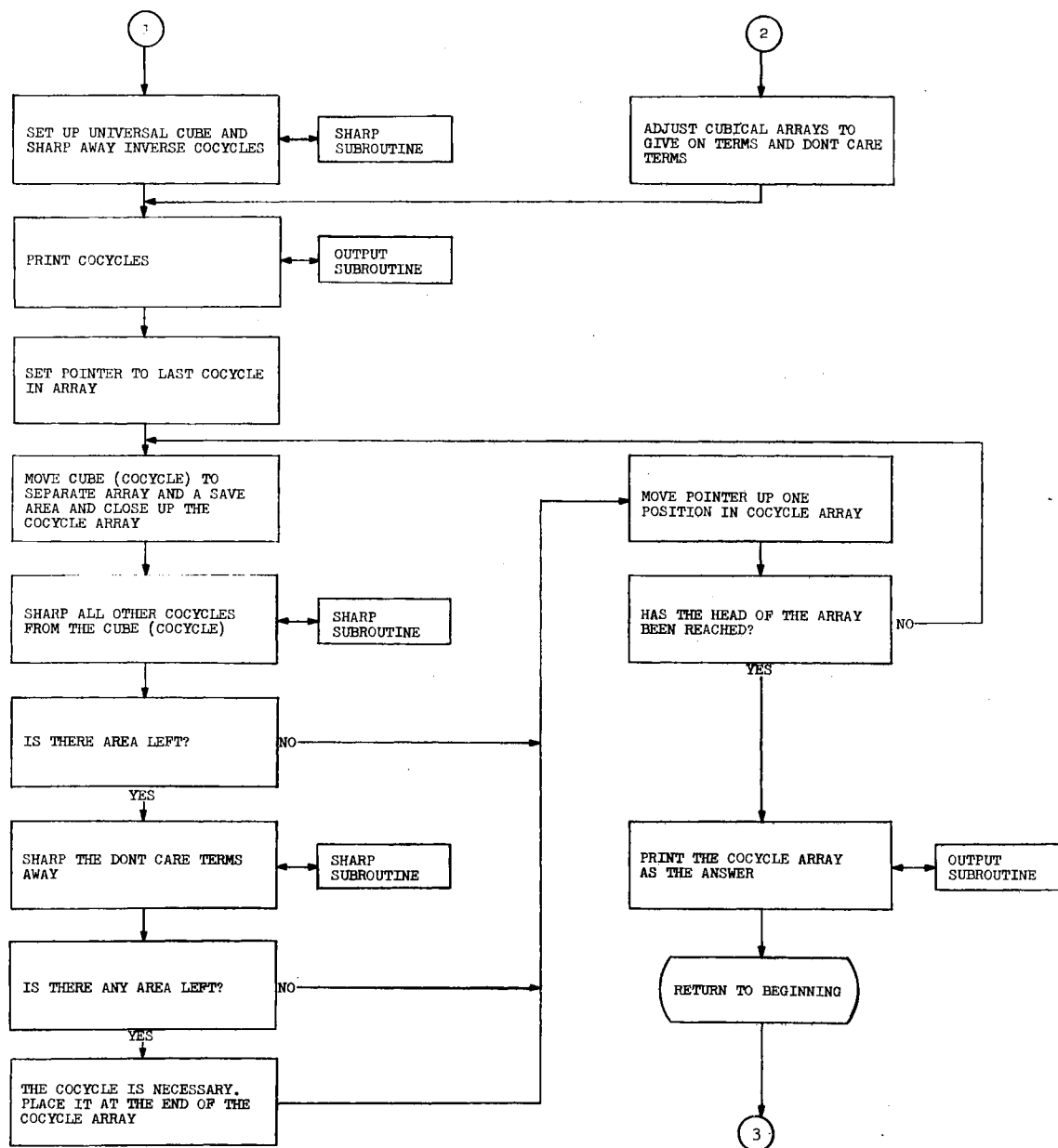


FIGURE 5-1

## SHARPING SUBROUTINE

To sharp the cubical array RRPL from the cubical array TABL

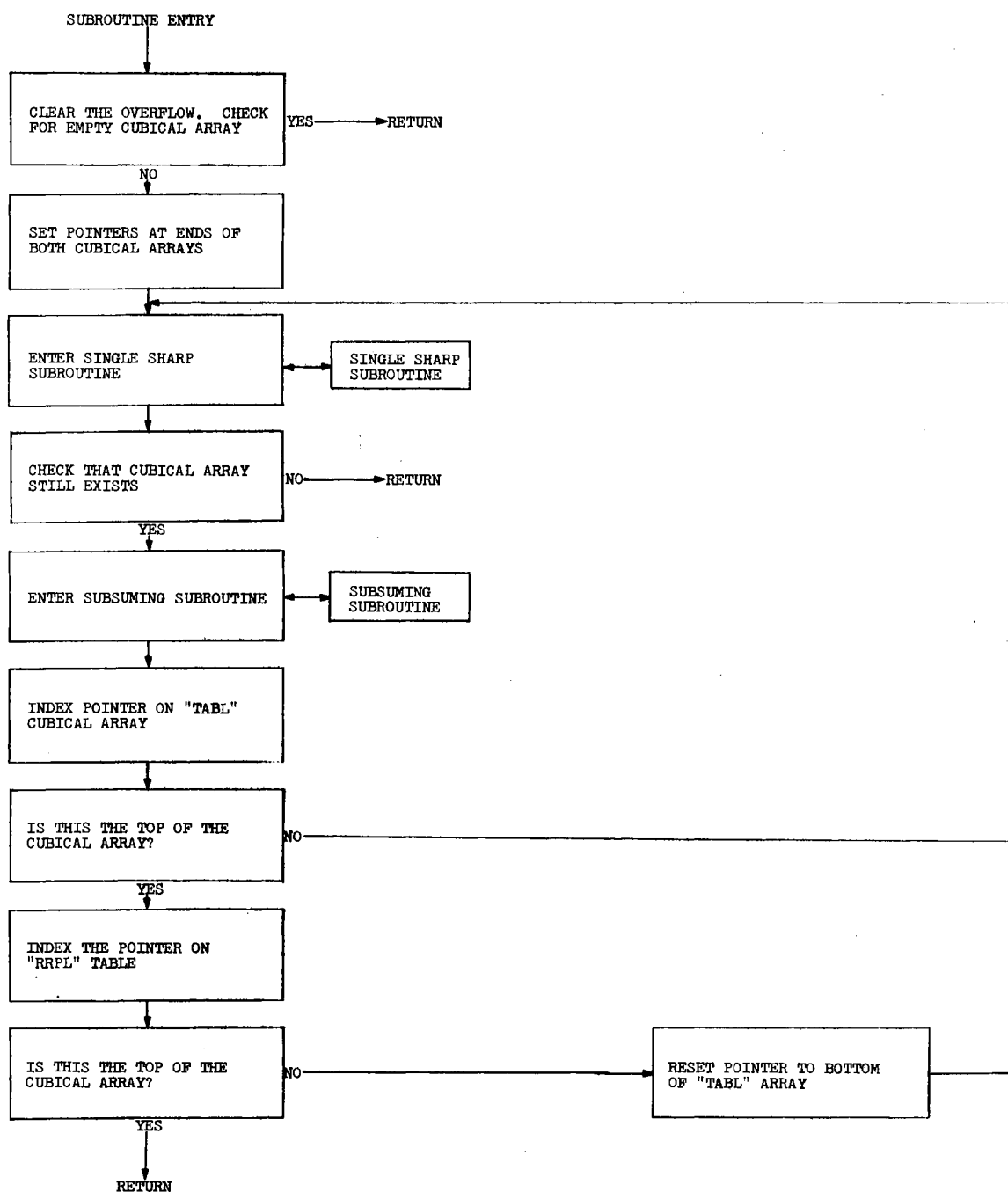


FIGURE 5-2

## SINGLE SHARP SUBROUTINE

To sharp a single cube TERM from a single cube TAB

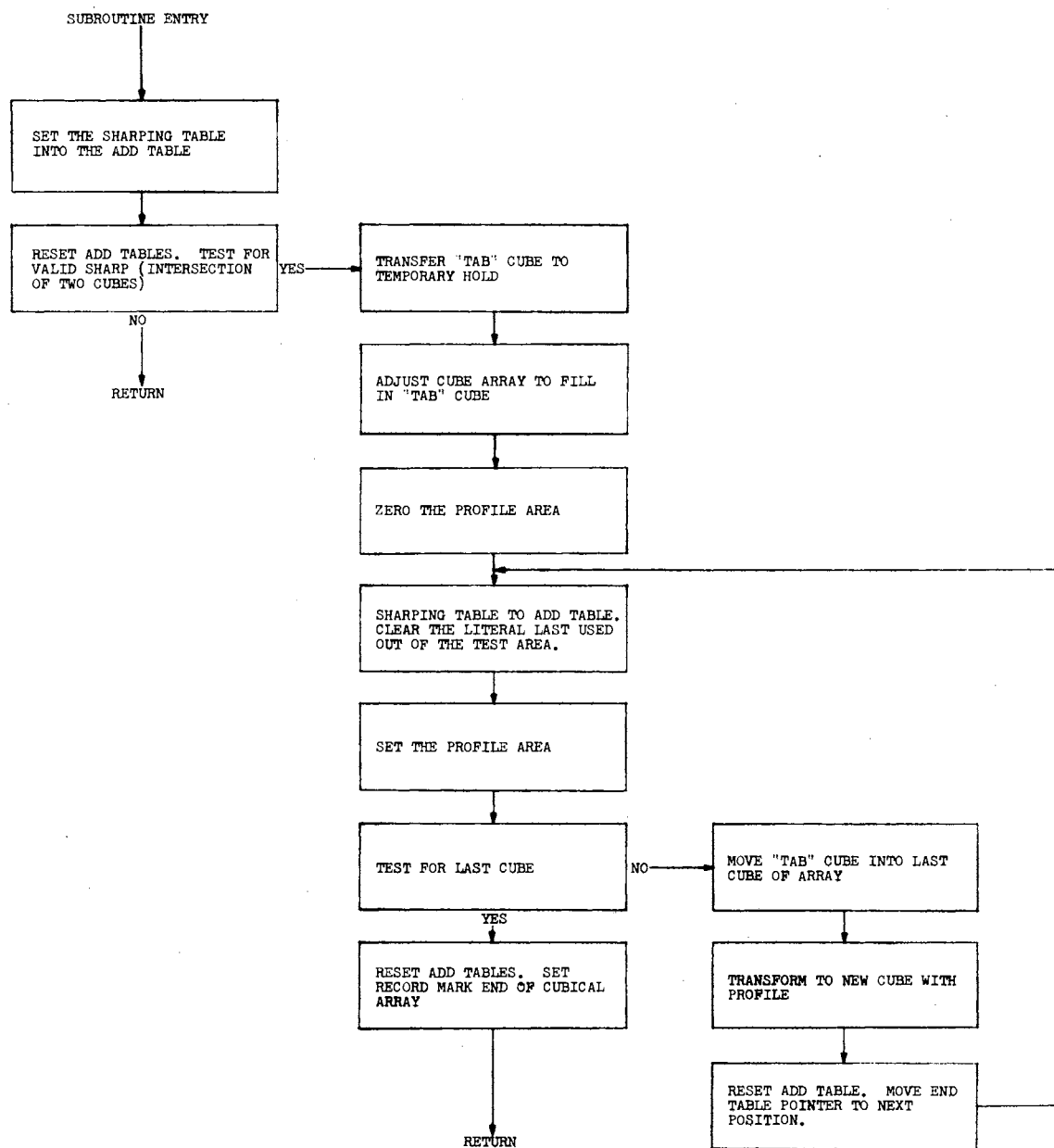


FIGURE 5-3

## SUBSUMING SUBROUTINE

To subsume the single sharp cubes from the rest of the array

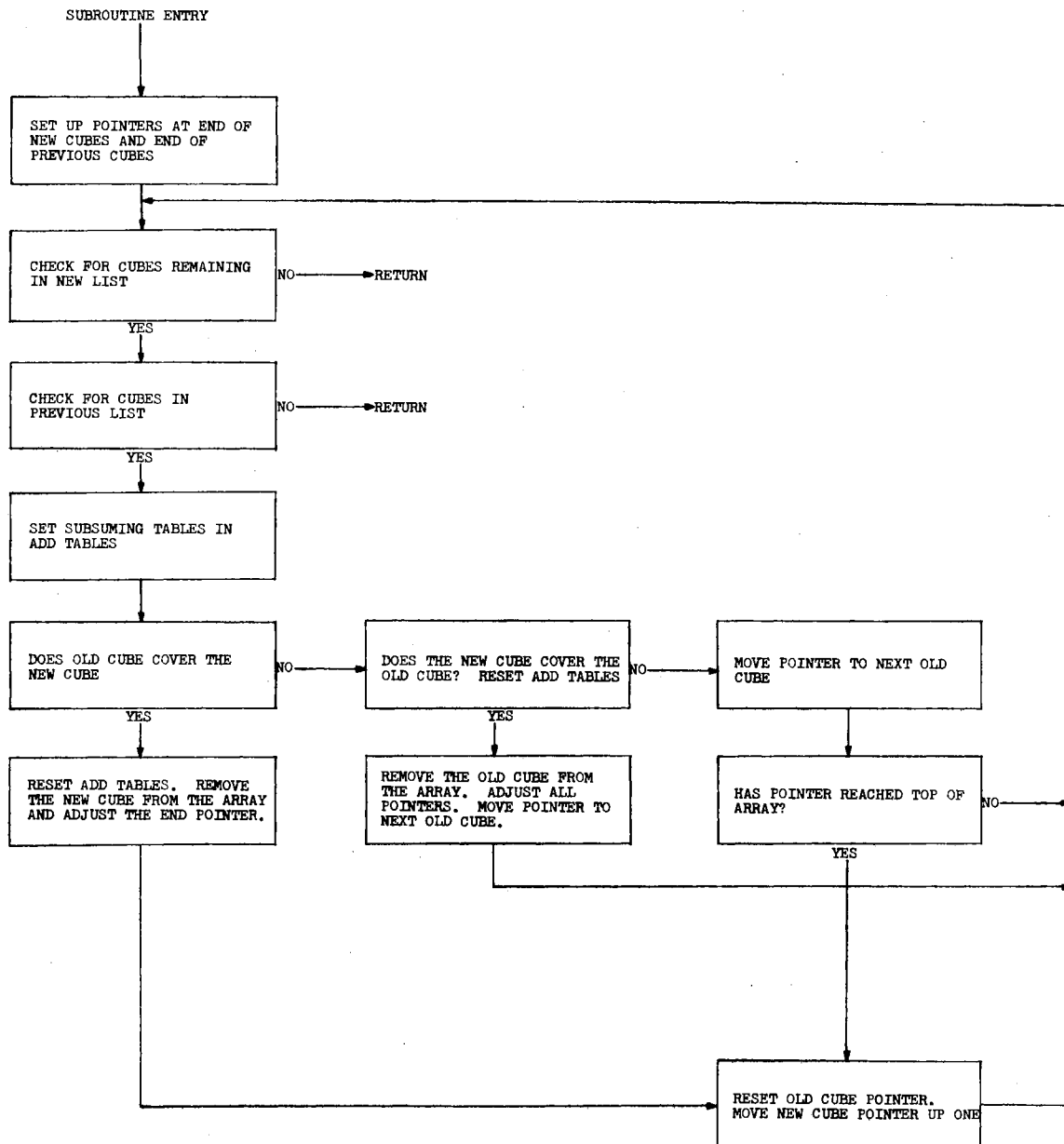


FIGURE 5-4

## INPUT SUBROUTINE

To read cubes into AREA in the internal format

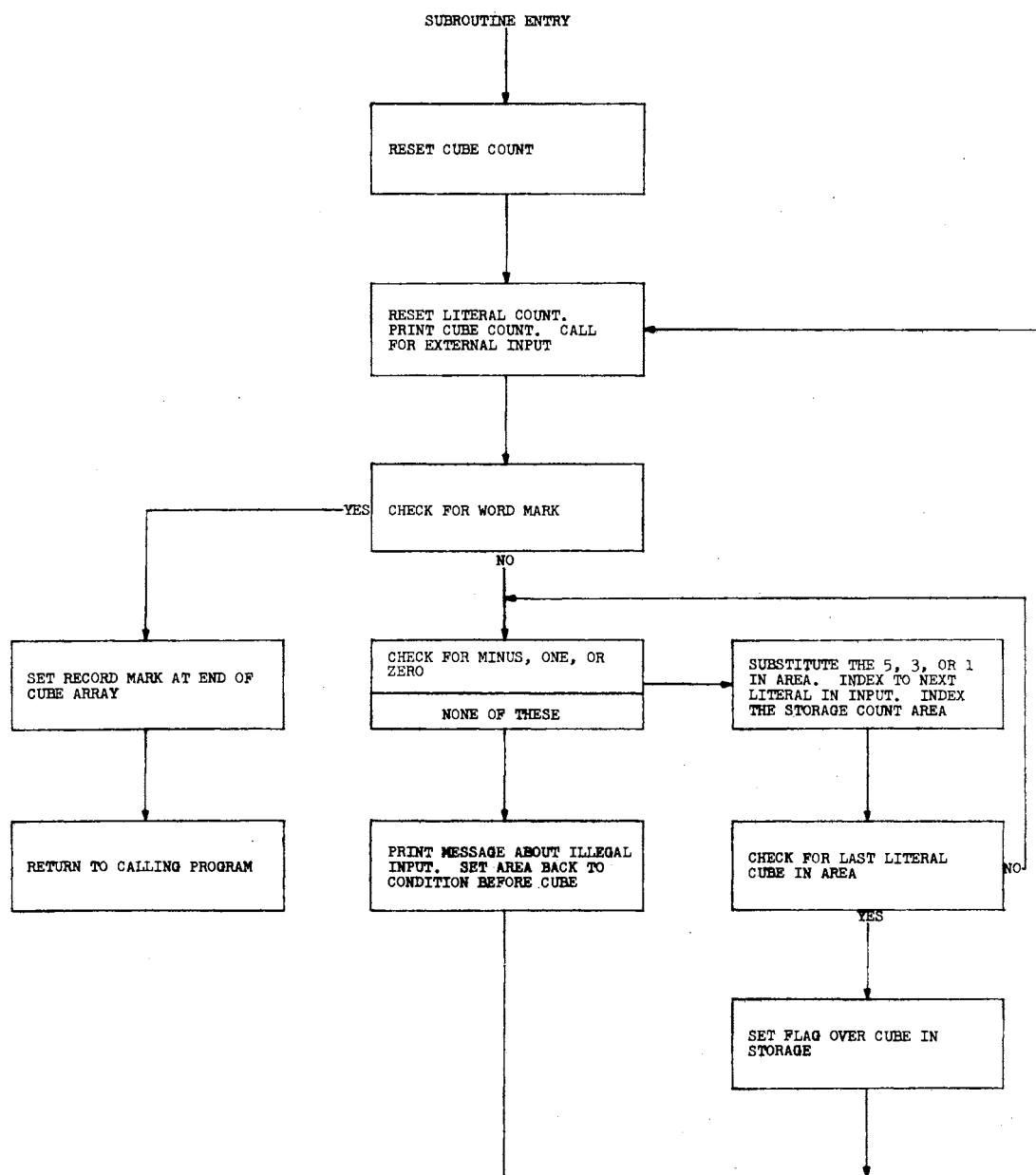


FIGURE 5-5

## OUTPUT SUBROUTINE

To print out cubical array AREA

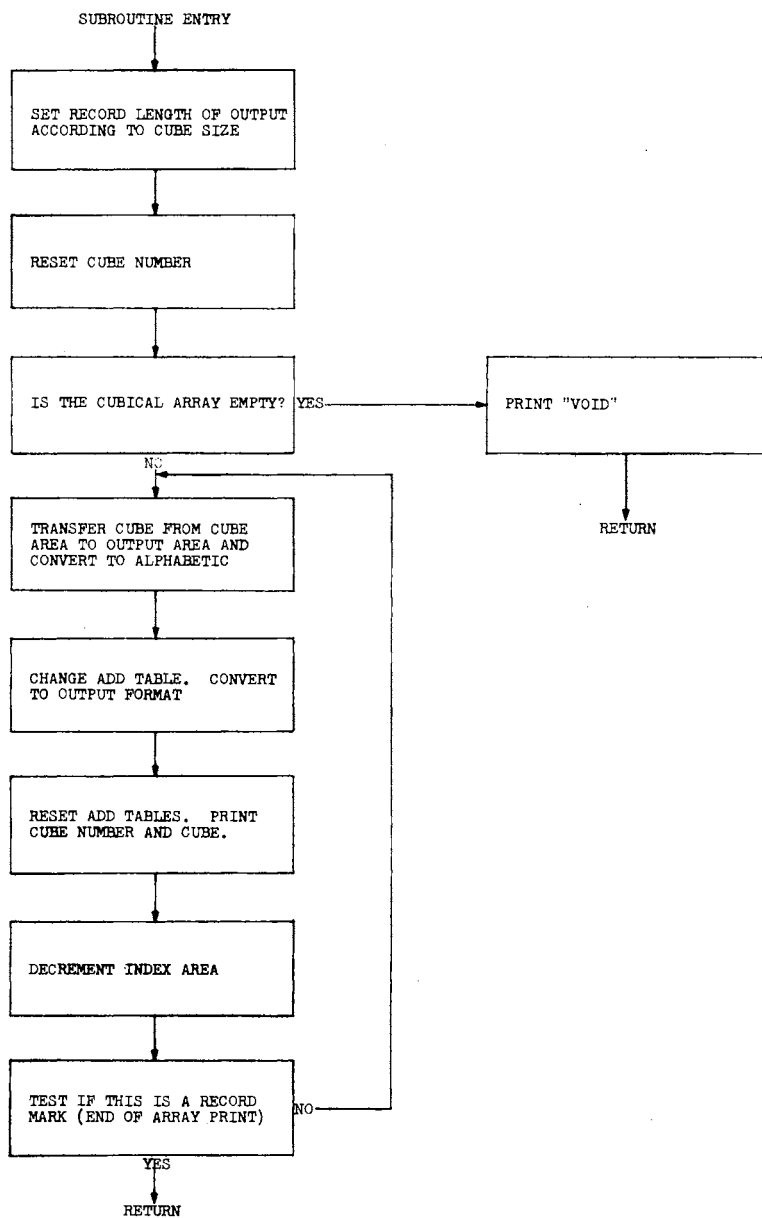


FIGURE 5-6



the subsuming operation between the last part of a cubical array and the first part. The cubical array and the division point between the two parts is given by the major sharpening subroutine. In this program the subsuming subroutine is used to check the cubes generated by the single sharp subroutine to see that they are not covered by any cubes already in the array.

The input subroutine given in figure 5-5 performs the function of accepting cubes from a person at the input keyboard and converting them to the internal format which is used in the program.

The output subroutine given in figure 5-6 performs the function of printing a cubical array on the output typewriter.

If one wished to pursue this logic process further he could use these subroutines to do the logic operations. The main program would have to be rewritten. The main program is by its very nature of directing the process of the operations peculiar to the individual problem.

## CHAPTER VI

### EXAMPLES OF PROBLEMS

To illustrate the operation of the program sample problems have been selected in which the answers can also be shown through the use of maps or by reasoning.

The first example is a four literal problem which illustrates the order dependance of the forced irredundant cover method.

The ON TERMS are:

1. 0100
2. 1100

The OFF TERMS are:

1. 0001
2. 0111
3. 1010

The COCYCLES ARE:

- |         |         |
|---------|---------|
| 1. 1-0- | 5. -011 |
| 2. -10- | 6. 1--1 |
| 3. --00 | 7. 11-- |
| 4. 001- | 8. -1-0 |
| 9. 0--0 |         |

The map in Figure 6-1 shows the on terms marked with "N" and the off terms marked with "F". The cocycles are shown by a rectangle or a line drawn through the area which they occupy. Lines drawn out one side of the map are considered continuous with the lines drawn out the opposite side of the

map. There are three cocycles each of which covers the on terms. They are:

- 2. -10-
- 3. --00
- 8. -1-0

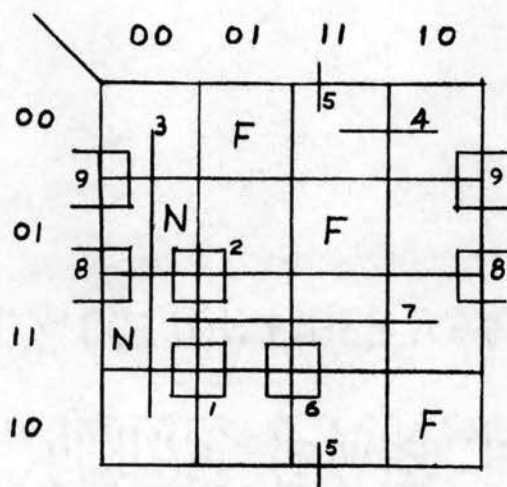


FIGURE 6-1

When the on and off terms are input to the computer in the order shown in Figure 6-2 the eighth cocycle in the list is the last cube considered which still covers the on terms forcing it to be the answer. All the preceding cubes are considered to be redundant.

When the on and off terms are ordered as in Figure 6-3 the cocycles take on a new order. The second cube from the Figure 6-2 becomes the last cube considered, and therefore, the answer. A third ordering of the on and off terms in Figure 6-4 gives still another ordering of cocycles. However, the eight cube from Figure 6-2 is still the chosen answer.

LIST OF ON TERMS	LIST OF COCYCLES
1. 0100	1. 1-0-
2. 1100	2. -10-
	3. --00
	4. 001-
LIST OF OFF TERMS	5. -011
1. 0001	6. 1--1
2. 0111	7. 11--
3. 1010	8. -1-0
	9. 0--0
MINIMIZED SOLUTION	
1. -1-0	

FIGURE 6-2

LIST OF ON TERMS	LIST OF COCYCLES
1. 0100	1. 0--0
2. 1100	2. -1-0
	3. --00
LIST OF OFF TERMS	4. 11--
1. 1010	5. 1-0-
2. 0111	6. 1--1
3. 0001	7. 001-
	8. -011
	9. -10-
MINIMIZED SOLUTION	
1. -10-	

FIGURE 6-3

The second example is taken from a decimal half adder which produces the sum of two decimal digits. The decimal digits are represented in binary coded decimal Figure 6-5. The function to be found is the relation of the lower bit to the input code. A review of the list of binary coded

## LIST OF ON TERMS

1. 0100
2. 1100

## LIST OF OFF TERMS

1. 0001
2. 1010
3. 0111

## MINIMIZED SOLUTION

1. -1-0

## LIST OF COCYCLES

1. 1-0-
2. -10-
3. --00
4. -011
5. 001-
6. 0--0
7. -1-0
8. 11--
9. 1--1

FIGURE 6-4

0 = 0000	5 = 0101
1 = 0001	6 = 0110
2 = 0010	7 = 0111
3 = 0011	8 = 1000
4 = 0100	9 = 1001

FIGURE 6-5

decimal will show that this bit is "1" in the cases where the sum is 1, 3, 5, 7, or 9. Therefore, the on terms will be all pairs of digits which sum to these numbers. There are eight inputs to the decimal half adder. The first four are the first decimal digit, and the second four are the second decimal digit. The off terms will be pairs of digits which sum to 0, 2, 4, 6, or 8. These inputs are shown in Figure 6-6. Inspection shows that to produce an odd sum requires that an even number be added to an odd number and

## LIST OF ON TERMS

1. 00000001	18. 01110110	35. 01000011
2. 00010000	19. 10000101	36. 01010010
3. 00101001	20. 10010100	37. 01100001
4. 00111000	21. 00000101	38. 01110000
5. 01000111	22. 00010100	39. 10001001
6. 01010110	23. 00100011	40. 10011000
7. 01100101	24. 00110010	41. 00001001
8. 01110100	25. 01000001	42. 00011000
9. 10000011	26. 01010000	43. 00100111
10. 10010010	27. 01101001	44. 00110110
11. 00000011	28. 01111000	45. 01000101
12. 00010010	29. 10000111	46. 01010100
13. 00100001	30. 10010110	47. 01100011
14. 00110000	31. 00000111	48. 01110010
15. 01001001	32. 00010110	49. 10000001
16. 01011000	33. 00100101	50. 10010000
17. 01100111	34. 00110100	

## LIST OF OFF TERMS

1. 00000000	18. 01110101	35. 01000010
2. 00011001	19. 10000100	36. 01010001
3. 00101000	20. 10010011	37. 01100000
4. 00110111	21. 00000100	38. 01111001
5. 01001000	22. 00010011	39. 10001000
6. 01010111	23. 00100010	40. 10010111
7. 01100110	24. 00110001	41. 00001000
8. 01110101	25. 01000000	42. 00010111
9. 10000100	26. 01011001	43. 00100110
10. 10010011	27. 01101000	44. 00110101
11. 00000010	28. 01110111	45. 01000100
12. 00010001	29. 10000110	46. 01010011
13. 00100000	30. 10010101	47. 01100010
14. 00111001	31. 00000110	48. 01110001
15. 01001000	32. 00010101	49. 10000000
16. 01010111	33. 00100100	50. 10011001
17. 01100110	34. 00110011	

## LIST OF COCYCLES

1. ----11--  
 2. ----1-1-  
 3. 1-1-----  
 4. 11-----  
 5. ---1---0  
 6. ---0---1

## MINIMIZED SOLUTION

1. ---0---1  
 2. ---1---0

FIGURE 6-6

the reverse also an odd number added to an even number. Further inspection shows that the outcome of the lower order bit depends only on the lower order bit of the two digits being summed. Also when the lower order bit of one digit is one the lower order bit of the other is zero and the reverse. This is indeed the conclusion that the minimization program reaches giving the answer.

1. ---0---1
2. ---1---0

Of interest to the reader would be the running times for these examples. The four literal problem takes approximately 10 seconds to run. The eight literal problem takes approximately 10 minutes to run plus the time taken to type the input. One would not want to run such an obvious case, but there are more difficult examples to be found.

## CHAPTER VII

### SUMMARY AND CONCLUSIONS

For this study a two level minimization program has been written which anyone with access to an IBM 1620 Model I can run. The program is written in subroutine form making it easy to modify. In the process of writing this program the add tables in addressable core storage of the 1620 were found to be very useful.

When the program was started it seemed that core storage would limit the number of literals that could be used in a given problem run. As the program now stands running time would become excessive before core storage was exhausted. The program is now built to take up to ten literals. At the present eight to nine literals is about the limit.

The author has found that while changing the add tables of the 1620 to perform unusual functions can save considerable time there is also a penalty. The penalty is this. If one is performing this special function intermixed with with arithmetical operations in rapid succession there is a considerable amount of computer time used in moving in the special add tables for the special function and then moving in the regular add tables for arithmetical operations. If



one can arrange to separate these different types of operations an even greater savings of computer time can be achieved.

There is an addition to this problem which might make an interesting study, and it is of about equal magnitude to the program just completed. This is in the form of the input. As the program stands, a person using it has to make up the on and off terms. For some types of logic this is not difficult. But, there is a translate function in which one could make a list of combinations and a corresponding list of combinations that the first combinations should translate into. Just to strip out the on and off terms from such a list would be a tedious chore in itself. A program could be written to take each literal from the second set of combinations and make up the on and off terms for the literal. Then use the two level minimization program to solve for the function for each literal. As these functions tend to run from five to eight literals, I feel that there is still room in the core storage if one plans a good overlay scheme in which he reuses areas of storage for other functions after he has used them for the translate function.

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## APPENDIX A

Instructions for running the Two Level Minimization program.

1. The Two Level Minimization program is a self loading program for the IBM 1620 Model I. (The add tables must be in memory. This is not the case for a Model II.) Set up the machine to load cards, ready the cards in the card reader, and load.
2. The program prints instructions for its running on the console typewriter. These instructions can be suppressed by using console switch 4. (In general, console switch 4 is used for skipping purposes.)
3. The program will ask for the cube size. The input response should be 5 digits with leading zeroes on the console typewriter. The value should be between one and ten. Use release-start after the digits.
4. A choice between the dont care array or the off array should be made by this point. Use console switch 1 for the off array.
5. The program will give the title for the on array and the first number. The cubes are given one at a time followed by the release-start key. The cubes will consist of "1's", "0's", and "- 's". After each cube the program will return for another cube. After all of the cubes have been entered, enter one more cube consisting of a record mark followed by release-start to signal the end of the array. If a mistake is made in a cube while typing, turn on console switch 4 before using release-start. The program will ignore the input and return for the same cube agin. The skip on console switch 4 is effective regardless of the number of characters which have been entered.
6. The program will give the title for the dont care or the off array depending on the setting of the console switch 1. Give the cubes in the same manner as the on array.
7. After the record mark, release-start on the dont care or off array the program will calculate the cocycles and print the list. This printing can be suppressed with console switch 4.

8. The program will then calculate a minimized two level solution, and print out the list of cubes as the answer to the run. After these answers the program starts another problem by asking for the cube size. Repeat the instructions from step 3 if another run is desired.
9. When the program is in core storage it can be restarted after an unusual stop by transferring to location 600.

## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

PAGE 1

	DORG	402			00402	
CUBE	DC	5,0,,	LOCATION OF ON TERM LIST		00406	00005
CUBEL	DC	5,0,,	LOCATION OF LAST TERM IN ON TERM LIST		00411	00005
DONT	DC	5,0,,	DONT CARE LIST		00416	00005
DONTL	DC	5,0,,	LAST TERM IN DONT CARE LIST		00421	00005
SAVE	DC	5,0,,	AREA FOR SAVING LISTS		00426	00005
SAVEL	DC	5,0			00431	00005
WORK	DC	5,0,,	GENERAL WORK AREA LIST		00436	00005
WORKL	DC	5,0			00441	00005
AREA	DC	5,0,,	LOCATION OF INPUT OUTPUT AREAS		00446	00005
RRPL	DC	5,0,,	LOCATION OF LIST TO DO SHARPING WITH		00451	00005
TERM	DC	5,0,,	INDEX USED IN SHARPGIN OPERATION		00456	00005
TABL	DC	5,0,,	LOCATION OF LIST TO DO SHARPING TO		00461	00005
TABE	DC	5,0			00466	00005
TAB	DC	5,0,,	*		00471	00005
TASS	DC	5,0,,	INDEX USED IN SUBSUMING OPERATION		00476	00005
TAS	DC	5,0,,	*		00481	00005
TSSS	DC	5,0			00486	00005
TSS	DC	5,0,,	*		00491	00005
FIRC	DC	5,0,,	INDEX USED IN FINDING IRREDUNDANT COVER		00496	00005
ZSOL	DSA	ZS1			00501	00005 -0549
UNIV	DSA	UN1			00506	00005 -0560
N	DS	5			00511	00005
N1	DS	5			00516	00005
TEST	DS	10			00526	00010
	DS	1			00527	00001
SOL	DS	10			00537	00010
	DS	1			00538	00001
HOLD	DS	10			00548	00010
ZS1	DC	1,0			00549	00001
	DSC	10,0			00550	00010
UN1	DS	1,			00560	00001
	DC	10,5555555555			00570	00010
STORE	DS	10			00580	00010
TWO	DC	5,2			00585	00005
ONE	DC	5,1			00590	00005
ZERO	DC	5,0			00595	00005
	DC	1,@			00596	00001
	DORG	600			00600	
* MAIN	PROGRAM	STRING				
TLM	TR	TABLE,ADDTB			00600	31 00300 00130

APPENDIX B

## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

PAGE 2

	RCTY		00612 34 00000 00102
	WATY NOTE1		00624 39 04739 00100
	RCTY		00636 34 00000 00102
	RNTY INPUT-1,,,	DEFINE SIZE OF CUBES TO BE USED - OUTSIDE	00648 36 00024 00100
	RCTY		00660 34 00000 00102
	SF INPUT-1		00672 32 00024 00000
	TF N,INPUT+3		00684 26 00511 00028
	TF N1,N,,	DEVELOP CONSTANT ONE LESS THAN SIZE OF CU	00696 26 00516 00511
	S N1,ONE		00708 22 00516 00590
	TFM ZSOL,ZS1,,	ADJUST THE SIZE OF THESE CONSTANTS TO SIZ	00720 16 00501 -0549
	A ZSOL,N,,	CUBE	00732 21 00501 00511
	TFM UNIV,UN1		00744 16 00506 -0560
	A UNIV,N		00756 21 00506 00511
	TFM CUBE,FREE		00768 16 00406 -5127
	TF AREA,CUBE,,	SET UP UN TERM AREA	00780 26 00446 00406
	TFM INX,TLM1		00792 16 03064 -0852
	RCTY		00804 34 00000 00102
	WATY TNTN1		00816 39 04947 00100
	RCTY		00828 34 00000 00102
	B INN,,,	INPUT THE UN CUBES	00840 49 02556 00000
TLM1	TF CUBEL,AREA		00852 26 00411 00446
	RCTY		00864 34 00000 00102
	BC1 TLM3,,,	IF CONSULE SWITCH 3 GU TO OFF TERMS	00876 46 01992 00100
	TF DONT,CUBEL,,	SET-UP DONT CARE AREA	00888 26 00416 00411
	A DONT,TWO		00900 21 00416 00585
	TF AREA,DONT		00912 26 00446 00416
	TFM INX,TLM2		00924 16 03064 -0984
	RCTY		00936 34 00000 00102
	WATY TNTN2		00948 39 04981 00100
	RCTY		00960 34 00000 00102
	B INN,,,	INPUT THE DONT CARE TERMS	00972 49 02556 00000
TLM2	TF DONTL,AREA		00984 26 00421 00446
	RCTY		00996 34 00000 00102
	TF SAVE,DONTL		01008 26 00426 00421
	A SAVE,TWO		01020 21 00426 00585
	TF WORK,SAVE,,	SET-UP WORK AREA FOR SHARPING AWAY THE	01032 26 00436 00426
TLM20	TF WORKL,WORK,,	UN TERMS AND DONT CARE TERMS	01044 26 00441 00436
	A WORKL,N		01056 21 00441 00511
	TD WORKL,RM,6		01068 25 0044J 00401
	S WORKL,ONE		01080 22 00441 00590
	TF WORKL,UNIV,611		01092 26 0044J 00500



## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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	TF	TABL,WORKL		01104	26	00461	00441
	TF	RRPL,DONTL		01116	26	00451	00421
	TFM	RX,TLM21		01128	16	03745	-1164
	TFM	RX,TLM21		01140	16	03745	-1164
	B	SHARP,,,	SHARP THE DONT CARE TERMS	01152	49	03494	00000
TLM21	TF	RRPL,CUBEL		01164	26	00451	00411
	TFM	RX,TLM22		01176	16	03745	-1200
	B	SHARP,,,	SHARP THE ON TERMS	01188	49	03494	00000
TLM22	TF	SAVEL,TABL		01200	26	00431	00461
	TF	WORK,SAVEL,,	SAVE THE RESULTS FOR THE RESHARPING OPERA	01212	26	00436	00431
	A	WORK,TWO		01224	21	00436	00585
	TF	WORKL,WORK		01236	26	00441	00436
	A	WORKL,N		01248	21	00441	00511
	TD	WORKL,RM,6		01260	25	0044J	00401
	S	WORKL,ONE		01272	22	00441	00590
	TF	WORKL,UNIV,611		01284	26	0044J	00500
	TF	TABL,WORKL		01296	26	00461	00441
	TF	RRPL,SAVEL		01308	26	00451	00431
	TFM	RX,TLM23		01320	16	03745	-1344
	B	SHARP,,,	RESHARP OPERATION TO GET COCYCLES	01332	49	03494	00000
TLM23	TF	SAVEL,TABL		01344	26	00431	00461
	S	SAVEL,WORK		01356	22	00431	00436
	A	SAVEL,SAVE		01368	21	00431	00426
	TR	SAVE,WORK,611		01380	31	00420	00430
TLM25	TF	AREA,SAVEL		01392	26	00446	00431
	RCTY			01404	34	00000	00102
	WATY	NOTE2		01416	39	04807	00100
	RCTY			01428	34	00000	00102
	TFM	OUTX,TLM24,,	PRINT OUT OF COCYCLES	01440	16	03466	-1464
	B	OUT		01452	49	03102	00000
TLM24	TF	FIRC,SAVEL		01464	26	00496	00431
	BNR	*+24,FIRC,11		01476	45	01500	00490
	B	TLM60		01488	49	01932	00000
	TF	WORK,SAVEL		01500	26	00436	00431
	A	WORK,TWO		01512	21	00436	00585
TLM50	TF	WORKL,WORK,,	SET-UP WORK AREA FOR TESTING ONE COCYCLE	01524	26	00441	00436
	A	WORKL,N		01536	21	00441	00511
	TD	WORKL,RM,6		01548	25	0044J	00401
	S	WORKL,ONE		01560	22	00441	00590
	TF	STORE,FIRC,11,,	TRANSFER COCYCLE BEING CONSIDERED FOR TES	01572	26	00580	00490
	TF	TABL,WORKL		01584	26	00461	00441

	TF	TABL,FIRC,611		01596	26	0046J	00490
	S	SAVEL,N		01608	22	00431	00511
	TF	TLM52+6,FIRC		01620	26	01674	00496
	S	TLM52+6,N1		01632	22	01674	00516
	TF	TLM52+11,FIRC		01644	26	01679	00496
	A	TLM52+11,UNE		01656	21	01679	00590
TLM52	TR	0,0,,	CLOSE IN THE GAP LEFT BY COCYCLE UNDER CO	01668	31	00000	00000
	TF	RRPL,SAVEL		01680	26	00451	00431
	TFM	RX,TLM51		01692	16	03745	-1716
	B	SHARP,,,	SHARP AWAY ALL THE REMAINING COCYCLES	01704	49	03494	00000
TLM51	BNR	TLM53,TABL,11		01716	45	01740	0046J
	B	TLM56		01728	49	01824	00000
TLM53	TF	RRPL,DONTL		01740	26	00451	00421
	TFM	RX,TLM54		01752	16	03745	-1776
	B	SHARP,,,	SHARP AWAY THE DONT CARE TERMS	01764	49	03494	00000
TLM54	BNR	TLM55,TABL,11		01776	45	01800	0046J
	B	TLM56		01788	49	01824	00000
TLM55	A	SAVEL,N,,	COCYCLE IS NECESSARY - ADD IT BACK TO COC	01800	21	00431	00511
	TF	SAVEL,STORE,6,	LIST	01812	26	0043J	00580
TLM56	S	FIRC,N,,	THE COCYCLE IS REDUNDANT - REMOVE AND FOR	01824	22	00496	00511
	BNR	TLM50,FIRC,11		01836	45	01524	00490
	RCTY			01848	34	00000	00102
	RCTY			01860	34	00000	00102
	WATY	TNTN3		01872	39	05029	00100
	RCTY			01884	34	00000	00102
	TF	AREA,SAVEL		01896	26	00446	00431
	TFM	OUTX,TLM60		01908	16	03466	-1932
	B	OUT,,,	OUTPUT FOR MINIMIZED TERMS	01920	49	03102	00000
TLM60	RCTY			01932	34	00000	00102
	RCTY			01944	34	00000	00102
	WATY	NOTE4		01956	39	04907	00100
	RCTY			01968	34	00000	00102
	B	TLM,,,	END OF PROGRAM	01980	49	00600	00000
TLM3	TF	SAVE,CUBEL,,	ALTERNATE PROCEEDURE - INPUT OF OFF TERMS	01992	26	00426	00411
	A	SAVE,TWO,,	RATHER THAN DUNT CARE TERMS	02004	21	00426	00585
	TF	AREA,SAVE		02016	26	00446	00426
	TFM	INX,TLM4		02028	16	03064	-2088
	RCTY			02040	34	00000	00102
	WATY	TNTN4		02052	39	05091	00100
	RCTY			02064	34	00000	00102
	B	INN,,,	INPUT OFF TERMS	02076	49	02556	00000



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TLM4	TF	SAVEL,AREA		02088	26	00431	00446
	RCTY			02100	34	00000	00102
	TF	WORK,SAVEL		02112	26	00436	00431
	A	WORK,TWO		02124	21	00436	00585
	TF	WORKL,WORK		02136	26	00441	00436
	A	WORKL,N		02148	21	00441	00511
	TD	WORKL,RM,6		02160	25	0044J	00401
	S	WORKL,ONE		02172	22	00441	00590
	TF	WORKL,UNIV,611		02184	26	0044J	00500
	TF	TABL,WORKL		02196	26	00461	00441
	TF	RRPL,SAVEL		02208	26	00451	00431
	TFM	RX,TLM5		02220	16	03745	-2244
	B	SHARP,,,	SHARP OFF TERMS FROM UNIVERSAL CUBE TO	02232	49	03494	00000
TLM5	TF	WORKL,TABL,,	UBTAIN CUCYCLES	02244	26	00441	00461
	TF	DONT,WORKL		02256	26	00416	00441
	A	DONT,TWO		02268	21	00416	00585
	TR	DONT,WORK,611		02280	31	00410	00430
	TF	DONTL,WORKL		02292	26	00421	00441
	S	DONTL,WORK		02304	22	00421	00436
	A	DONTL,DONT		02316	21	00421	00416
	TF	TABL,DONTL		02328	26	00461	00421
	TF	RRPL,CUBEL		02340	26	00451	00411
	TFM	RX,TLM6		02352	16	03745	-2376
	B	SHARP,,,	SHARP ON TERMS FROM CUCYCLES TO GIVE DONT	02364	49	03494	00000
TLM6	TF	DONTL,TABL,,	CARE TERMS	02376	26	00421	00461
	TF	AREA,DONTL		02388	26	00446	00421
	A	AREA,TWO,,	ADJUST AREAS AND RETURN TO MAIN STREAM	02400	21	00446	00585
	TR	AREA,WORK,611		02412	31	00440	00430
	TR	CUBE,DONT,611		02424	31	00400	00410
	S	DONTL,DONT		02436	22	00421	00416
	A	DONTL,CUBE		02448	21	00421	00406
	TF	DONT,CUBE		02460	26	00416	00406
	TF	SAVE,DONTL		02472	26	00426	00421
	A	SAVE,TWO		02484	21	00426	00585
	TR	SAVE,AREA,611		02496	31	00420	00440
	TF	SAVEL,WORKL		02508	26	00431	00441
	S	SAVEL,WORK		02520	22	00431	00436
	A	SAVEL,SAVE		02532	21	00431	00426
	B	TLM25,,,	RETURN TO MAIN STREAM	02544	49	01392	00000
* INPUT	SUBROUTINE	FOR CUBES					
INN	S	TEMM,TEMM		02556	22	03088	03088

	A	TEMM,ONE,,	TRANSFORM CUBES FROM 0, 1, - TO 1, 3, 5	02568	21	03088	00590
	B	IN2		02580	49	02988	00000
IN3	RATY	INPUT,,,	EXTERNAL INPUT	02592	37	00025	00100
	BC4	IN2,,,	USE COSULE SWITCH 4 TO BYPASS A TERM	02604	46	02988	00400
	BNR	IN1,INPUT,,	WHICH HAS BEEN MISTYPED	02616	45	02664	00025
	TD	AREA,RM,6,	RECORD MARK PRESENT - LAST TERM HAS BEEN	02628	25	00440	00401
	S	AREA,ONE,,	STORE RECORD MARK AT END OF ARRAY AND RET	02640	22	00446	00590
	B	INX,,6		02652	49	0306M	00000
IN1	SF	IN5,,6		02664	32	0307M	00000
	A	IN5,ONE		02676	21	03074	00590
	C	IN5,LC5,6,	TEST FOR DUNT CARE	02688	24	0307M	03081
	BNE	IN10		02700	47	02736	01200
	TDM	AREA,5,6		02712	15	00440	00005
	B	IN13		02724	49	02868	00000
IN10	C	IN5,LC3,6,	TEST FOR 1 VALUE	02736	24	0307M	03083
	BNE	IN11		02748	47	02784	01200
	TDM	AREA,3,6		02760	15	00440	00003
	B	IN13		02772	49	02868	00000
IN11	C	IN5,LC1,6,	TEST FOR 0 VALUE	02784	24	0307M	03085
	BNE	IN12		02796	47	02832	01200
	TDM	AREA,1,6		02808	15	00440	00001
	B	IN13		02820	49	02868	00000
IN12	WATY	NOTE3,,,	ERROR ON INPUT - UNEXPECTED VALUES	02832	39	04841	00100
	S	AREA,COUNT,,	RESET AND TRY AGAIN	02844	22	00446	03100
	B	IN2		02856	49	02988	00000
IN13	A	COUNT,ONE		02868	21	03100	00590
	A	IN5,ONE		02880	21	03074	00590
	A	AREA,ONE		02892	21	00446	00590
	C	COUNT,N,,	TEST FOR END OF CUBE	02904	24	03100	00511
	BNE	IN1		02916	47	02664	01200
	S	AREA,N		02928	22	00446	00511
	SF	AREA,,6,	SET THE FLAG FOR THIS TERM	02940	32	00440	00000
	A	AREA,N		02952	21	00446	00511
	A	TEMM,ONE		02964	21	03088	00590
	BV	IN2		02976	46	02988	01400
IN2	TF	COUNT,ZERO,,	RESET THE COUNTER	02988	26	03100	00595
	TF	IN5,IN4		03000	26	03074	03069
	RCTY			03012	34	00000	00102
	WNTY	TEMM-1,,,	NUMBER THE NEXT INPUT TERM	03024	38	03087	00100
	WATY	TMM		03036	39	03091	00100
	B	IN3		03048	49	02592	00000

TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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    INX    DS    5
    IN4    DSA   INP
    IN5    DS    5,
    IN6    DS    5
    LC5    DC    2,20
    LC3    DC    2,71
    LC1    DC    2,70
    TEMM   DC    3,000
           DC    1,@
    TMM    DAC    3,. @
    INP    DS    1,24
    INPUT  DAS    50,25
    COUNT  DS    5
* OUTPUT SUBROUTINE FOR CUBES
    OUT    TFM   OUTC2,OUTPUT,,      PRINT OUT LIST GIVEN IN AREA
           A     OUTC2,N
           A     OUTC2,N
           TD    OUTC2,RM,6
           S     OUTC2,ONE
           TD    OUTC2,RM,6
           S     OUTC2,ONE
           S     TEMM,TEMM
           BNR   OUT1,AREA,11,      IF THE CUBICAL ARRAY IS EMPTY PRINT
           RCTY  ,,,               VOID
           WATY  NOTES
           RCTY
           B     OUTX,,6
    OUT1   TNF   OUTC2,AREA,611
           SF    OUTPUT-1
           TDM   311,0
           TDM   333,1
           TDM   377,7
           TDM   378,2
           A     OUTC2,OUTC2,611
           TR    TABLE,ADDTB
           RCTY
           A     TEMM,ONE
           WNTY  TEMM-1
           WATY  TMM
           WATY  OUTPUT
           S     AREA,N

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03064 00005
03069 00005 -0024
03074 00005
03079 00005
03081 00002
03083 00002
03085 00002
03088 00003
03089 00001
03091 00006
00024 00001
00025 00100
03100 00005

03102 16 03471 -3473
03114 21 03471 00511
03126 21 03471 00511
03138 25 0347J 00401
03150 22 03471 00590
03162 25 0347J 00401
03174 22 03471 00590
03186 22 03088 03088
03198 45 03258 00440
03210 34 00000 00102
03222 39 04937 00100
03234 34 00000 00102
03246 49 03460 00000
03258 73 0347J 00440
03270 32 03472 00000
03282 15 00311 00000
03294 15 00333 00001
03306 15 00377 00007
03318 15 00378 00002
03330 21 0347J 0347J
03342 31 00300 00130
03354 34 00000 00102
03366 21 03088 00590
03378 38 03087 00100
03390 39 03091 00100
03402 39 03473 00100
03414 22 00446 00511

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## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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OUT2	BC4	*+24			03426	46	03450	00400
	BNR	OUT1,AREA,11			03438	45	03258	00440
	B	OUTX,,6			03450	49	03460	00000
OUTX	DS	5			03466		00005	
OUTC2	DS	5			03471		00005	
OUTPUT	DAS	11			03473		00022	
* OVERALL SHARP SUBROUTINE								
* SHARP THE LIST GIVEN BY RRPL FROM THE LIST GIVEN BY								
* TABL. THE RESULT WILL BE SUBSUMED AFTER ONE TERM IS								
* SHARPED FROM ANOTHER								
* TABL WILL BE THE ADDRESS OF THE LAST CUBE OF THE RESULTS								
* IF THE AREA IS COMPLETELY SHARPED. TABL WILL BE THE ADDRESS								
* THE RECORD MARK AT THE BEGINNING OF THE AREA								
SHARP	BV	*+12			03494	46	03506	01400
	BNR	*+24,RRPL,11			03506	45	03530	0045J
	B	RX,,6			03518	49	0374N	00000
	BNR	*+24,TABL,11			03530	45	03554	0046J
	B	RX,,6			03542	49	0374N	00000
	TF	TERM,RRPL			03554	26	00456	00451
SHR4	TF	TAB,TABL,,	TABL HAS ADDRESS OF LIST TO BE SHARPED FR		03566	26	00471	00461
SHR3	TFM	SHPTX,SHR1,,	RRPL HAS ADDRESS OF LIST TO DO SHARPING W		03578	16	04134	-3602
	B	SHR			03590	49	03746	00000
SHR1	BNR	SHR5,TABE,11			03602	45	03626	00460
	B	RX,,6			03614	49	0374N	00000
SHR5	TF	TSSS,TABE			03626	26	00486	00466
	TF	TSS,TABL			03638	26	00491	00461
	TFM	SUMEX,SHR2,7			03650	16	04674	-3674
	B	SUME			03662	49	04238	00000
SHR2	TF	TABL,TSSS			03674	26	00461	00486
	S	TAB,N			03686	22	00471	00511
	BNR	SHR3,TAB,11			03698	45	03578	0047J
	S	TERM,N			03710	22	00456	00511
	BNR	SHR4,TERM,11			03722	45	03566	00450
	B	RX,,6			03734	49	0374N	00000
	DORG	*-4			03741			
RX	DS	5			03745		00005	
* SINGLE SHARP SUBROUTINE								
* THE CUBE WHOSE ADDRESS IS IN TERM IS SHARPED FROM								
* THE CUBE WHOSE ADDRESS IS IN TAB								
SHR	TF	TABE,TABL			03746	26	00466	00461
	TR	TABLE,SHRPTB			03758	31	00300	04136



## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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	TF	TEST,TAB,11		03770	26	00526	0047J
	A	TEST,TERM,11,	TEST TO SEE IF SHARPING IS TO BE PERFORMED	03782	21	00526	00450
	TR	TABLE,ADDTB,,	IF THERE IS AN OVERFLOW FROM THIS ADD THERE	03794	31	00300	00130
	BNV	SHP3,,,	NO SHARPING TO BE DONE.	03806	47	03830	01400
	B	SHPTX,,,6		03818	49	0413M	00000
SHP3	TF	HOLD,TAB,11,	THE CUBE OF TERM WILL SHARP THE CUBE OF TAB	03830	26	00548	0047J
	TF	SHP2+6,TAB,,	THE LIST.--THE NEW CUBES FROM THE SHARP WIL	03842	26	03896	00471
	S	SHP2+6,N1,,	BE PUT AT THE END OF THE LIST.	03854	22	03896	00516
	TF	SHP2+11,TAB		03866	26	03901	00471
	A	SHP2+11,ONE		03878	21	03901	00590
SHP2	TR	0,0		03890	31	00000	00000
	S	TABL,N		03902	22	00461	00511
	TF	SOL+1,ZSUL,11		03914	26	00538	0050J
SHP1	TR	TABLE,SHRPTB,,	SHARPING ACTION	03926	31	00300	04136
	A	TEST,SOL,,	CLEAR OUT THE PREVIOUS BINARY VARIABLE	03938	21	00526	00537
	TDM	TEST+1,1,,	INSERT *UN** ONE POSITION TO RIGHT OF RESUL	03950	15	00527	00001
	A	SOL+1,TEST+1,,	ESTABLISH THE NEXT BINARY VARIABLE	03962	21	00538	00527
	BV	RET1,,,	TEST FOR LAST CUBE OF RESULT	03974	46	04046	01400
	TF	TABE,HOLD,6,,	TRANSFER CUBE TO BE SHARPED TO NEW POSITION	03986	26	00460	00548
	A	TABE,SOL,6,	TRANSFORM TO NEW CUBE	03998	21	00460	00537
	TR	TABLE,ADDTB		04010	31	00300	00130
	A	TABE,N		04022	21	00466	00511
	B	SHP1		04034	49	03926	00000
RET1	TR	TABLE,ADDTB		04046	31	00300	00130
	S	TABE,N1		04058	22	00466	00516
	TD	TABE,RM,6,	PLACE RECORD MARK AT END OF TABLE	04070	25	00460	00401
	S	TABE,ONE		04082	22	00466	00590
	B	SHPTX,,,6		04094	49	0413M	00000
RET	TR	TABLE,ADDTB		04106	31	00300	00130
	B	SHPTX,,,6		04118	49	0413M	00000
SHPTX	DS	5		04134		00005	
*	THE SUBSTITUTE ADD TABLE FOR SHARPING ACTION						
	DC	2,00		04136		00002	
	DC	11,02222070910		04147		00011	
	DC	2,-00		04149		00002	
	DC	2,00		04151		00002	
	DC	16,-022222222222230		04167		00016	
	DC	2,00		04169		00002	
	DC	2,00		04171		00002	
	DC	16,022222222222258		04187		00016	
	DC	2,06		04189		00002	

## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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DC	2,00		04191	00002
DC	15,012362222220222		04206	00015
DC	20,022222222822222202		04226	00020
DC	10,022222222a		04236	00010
DORG	*-100		04136	
SHRPTB	DSS 101		04136	00101
*	SUBSUMING SUBROUTINE			
*	SUBSUME ALL TERMS FROM TSSS TO TSS AGAINST ALL			
*	TERMS IN THE TABLE FROM TSS TO BEGINNING OF TABLE			
SUME	TF TASS,TSSS		04238	26 00476 00486
	TF TAS,TSS		04250	26 00481 00491
SU5	C TAS,TASS		04262	24 00481 00476
	BE SUMEX,,6		04274	46 0467M 01200
	BH SUMEX,,6		04286	46 0467M 01100
	BNR SU2,TAS,11		04298	45 04322 0048J
	B SUMEX,,6		04310	49 0467M 00000
SU2	TR TABLE,SUMTB		04322	31 00300 04676
	C TAS,TASS,611,	DOES TAS CUBE COVER TASS CUBE	04334	24 0048J 00470
	BH SU1		04346	46 04454 01100
	C TASS,TAS,611,	DOES TASS CUBE COVER TAS CUBE	04358	24 00470 0048J
	TR TABLE,ADDTB		04370	31 00300 00130
	BH SU10		04382	46 04550 01100
	S TAS,N		04394	22 00481 00511
	BNR SU2,TAS,11		04406	45 04322 0048J
SU6	TF TAS,TSS		04418	26 00481 00491
	S TASS,N		04430	22 00476 00511
	B SU5		04442	49 04262 00000
SU1	TR TABLE,ADDTB,,	TAS CUBE DOES COVER TASS CUBE	04454	31 00300 00130
	TF SU4+6,TASS,,	REMOVE TASS CUBE FROM LIST	04466	26 04520 00476
	S SU4+6,N1		04478	22 04520 00516
	TF SU4+11,TASS		04490	26 04525 00476
	A SU4+11,ONE		04502	21 04525 00590
SU4	TR 0,0		04514	31 00000 00000
	S TSSS,N		04526	22 00486 00511
	B SU6		04538	49 04418 00000
SU10	TF SU11+6,TAS,,	TASS CUBE DOES COVER TAS CUBE	04550	26 04604 00481
	S SU11+6,N1,,	REMOVE TAS CUBE FROM LIST	04562	22 04604 00516
	TF SU11+11,TAS		04574	26 04609 00481
	A SU11+11,ONE		04586	21 04609 00590
SU11	TR 0,0		04598	31 00000 00000
	S TSSS,N		04610	22 00486 00511

## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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S	TASS,N	04622	22	00476	00511
S	TSS,N	04634	22	00491	00511
S	TAS,N	04646	22	00481	00511
B	SU5	04658	49	04262	00000
SUMEX	DS 5	04674	00005		
*	SUBSTITUTE ADD TABLE FOR SUBSUMING OPERATION				
DC	20,22222222222222222222	04694	00020		
DC	18,22222222222222222222	04712	00018		
DC	18,22222222222222222222	04730	00018		
DC	2,22	04732	00002		
DC	2,22	04734	00002		
DC	2,2@	04736	00002		
DORG	*-60	04676			
SUMTB	DSS 61	04676	00061		
RM	DC 1,@,401	00401	00001		
NOTE1	DAC 34,START OF PROGRAM GIVE CUBE LENGTH@	04739	00068		
NOTE2	DAC 17,LIST OF CUCYCLES@	04807	00034		
NOTE3	DAC 33,ILLEGAL INPUT - PLEASE TRY AGAIN@	04841	00066		
NOTE4	DAC 15,END OF PROBLEM@	04907	00030		
NOTE5	DAC 5,VOID@	04937	00010		
TNTN1	DAC 17,LIST OF JN TERMS@	04947	00034		
TNTN2	DAC 24,LIST OF DONT CARE TERMS@	04981	00048		
TNTN3	DAC 31,A TWO LEVEL MINIMIZED SOLUTION@	05029	00062		
TNTN4	DAC 18,LIST OF OFF TERMS@	05091	00036		
DC	1,@	05126	00001		
FREE	DS 1	05127	00001		
*	REGULAR ADD TABLES				
*	NEEDED TO RESTORE ADD TABLES AFTER LOGIC OPERATIONS				
DC	20,00123456789123456789	05147	00020		
DC	10,-0234567890	05157	00010		
DC	8,13456789	05165	00008		
DC	2,-01	05167	00002		
DC	8,-24567890	05175	00008		
DC	2,-12	05177	00002		
DC	6,356789	05183	00006		
DC	2,-01	05185	00002		
DC	2,-23	05187	00002		
DC	6,-467890	05193	00006		
DC	2,-12	05195	00002		
DC	2,-34	05197	00002		
DC	4,5789	05201	00004		

## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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DC      2,-01
DC      2,-23
DC      2,-45
DC      4,-6890
DC      2,-12
DC      2,-34
DC      2,-56
DC      2,79
DC      2,-01
DC      2,-23
DC      2,-45
DC      2,-67
DC      2,80
DORG    *-100
ADDT     DSS 101
ADDTB    DS  100,130
TABLE    DSS 100,300,
BEGIN    TR  ADDTB,ADDT
RCTY
BC4     TLM
WATY    HEAD1
RCTY
BC4     TLM
WATY    HEAD2
RCTY
BC4     TLM
WATY    HEAD3
RCTY
BC4     TLM
WATY    HEAD4
RCTY
BC4     TLM
WATY    HEAD5
RCTY
BC4     TLM
WATY    HEAD6
RCTY
BC4     TLM
WATY    HEAD7
RCTY
BC4     TLM

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## ADD TABLES

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05203 00002
05205 00002
05207 00002
05211 00004
05213 00002
05215 00002
05217 00002
05219 00002
05221 00002
05223 00002
05225 00002
05227 00002
05229 00002
05129
05129 00101
00130 00100
00300 00100
05230 31 00130 05129
05242 34 00000 00102
05254 46 00600 00400
05266 39 05699 00100
05278 34 00000 00102
05290 46 00600 00400
05302 39 05783 00100
05314 34 00000 00102
05326 46 00600 00400
05338 39 05827 00100
05350 34 00000 00102
05362 46 00600 00400
05374 39 05925 00100
05386 34 00000 00102
05398 46 00600 00400
05410 39 06021 00100
05422 34 00000 00102
05434 46 00600 00400
05446 39 06137 00100
05458 34 00000 00102
05470 46 00600 00400
05482 39 06257 00100
05494 34 00000 00102
05506 46 00600 00400

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## TWO LEVEL BOOLEAN MINIMIZATION FOR 1620

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WATY HEAD8		05518	39	06385	00100
RCTY		05530	34	00000	00102
BC4 TLM		05542	46	00600	00400
WATY HEAD9		05554	39	06455	00100
RCTY		05566	34	00000	00102
BC4 TLM		05578	46	00600	00400
WATY HED10		05590	39	06573	00100
RCTY		05602	34	00000	00102
BC4 TLM		05614	46	00600	00400
WATY HED11		05626	39	06653	00100
RCTY		05638	34	00000	00102
BC4 TLM		05650	46	00600	00400
WATY HED12		05662	39	06719	00100
RCTY		05674	34	00000	00102
B TLM		05686	49	00600	00000
HEAD1 DAC	42,THIS IS A TWO LEVEL MINIMIZATION PROGRAM.@	05699	00084		
HEAD2 DAC	22, INPUTS REQUIRED ARE@	05783	00044		
HEAD3 DAC	49,1 SIZE OF CUBES. FIVE DIGITS WITH LEADING ZEROS.@	05827	00098		
HEAD4 DAC	48,2 CUBICAL ARRAYS. 1 FOR THE ON CONDITION, 0 FOR@	05925	00096		
HEAD5 DAC	50, THE OFF CONDITION, AND - FOR THE UNSPECIFIED CON	06021	00100		
DAC	8,DITION.@	06121	00016		
HEAD6 DAC	49,3 FIRST METHOD, GIVE THE ON CUBICAL ARRAY AND THE	06137	00098		
DAC	11, DONT CARE@	06235	00022		
HEAD7 DAC	50, CUBICAL ARRAY, OR BY USING SENSE SWITCH 1 GIVE T	06257	00100		
DAC	14,HE ON CUBICAL@	06357	00028		
HEAD8 DAC	35, ARRAY AND THE OFF CUBICAL ARRAY.@	06385	00070		
HEAD9 DAC	50,4 AFTER THE LAST CUBE HAS BEEN ENTERED IN A CUBICA	06455	00100		
DAC	9,L ARRAY,@	06555	00018		
HED10 DAC	40, ENTER A RECORD MARK AS THE LAST CUBE.@	06573	00080		
HED11 DAC	33,5 ENTER ONLY ONE CUBE PER INPUT.@	06653	00066		
HED12 DAC	49,6 USE SENSE SWITCH 4 TO SKIP ANY CUBE THAT IS NOT	06719	00098		
DAC	9, WANTED.@	06817	00018		
DEND BEGIN		05230			

06834 CORE POSITIONS REQUIRED  
00525 STATEMENTS PROCESSED

VITA

Robert Whitney Butler

Candidate for the Degree of

Master of Science

Thesis: TWO LEVEL BOOLEAN MINIMIZATION USING A SMALL  
DIGITAL COMPUTER

Major Field: Electrical Engineering

Biographical:

Personal Data: Born in Fort Worth, Texas, January 18,  
1936, the son of Corwin A. and Edith P. Butler.

Education: Graduated from Blackwell Senior High School,  
Blackwell, Oklahoma in May 1954; Received the  
Bachelor of Science degree from Oklahoma State  
University, with a major in Electrical Engineering  
in January, 1959; Completed requirements for the  
Master of Science degree, with a major in Electrical  
Engineering in May 1966.

Professional experience: Employed by International  
Business Machines Corporation in February 1960  
as a programmer; Entered the United States Army  
in March 1960; Returned to International Business  
Machines in June 1962.